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# Practice Parson's 8.2B

Practice Assignment • 30 min

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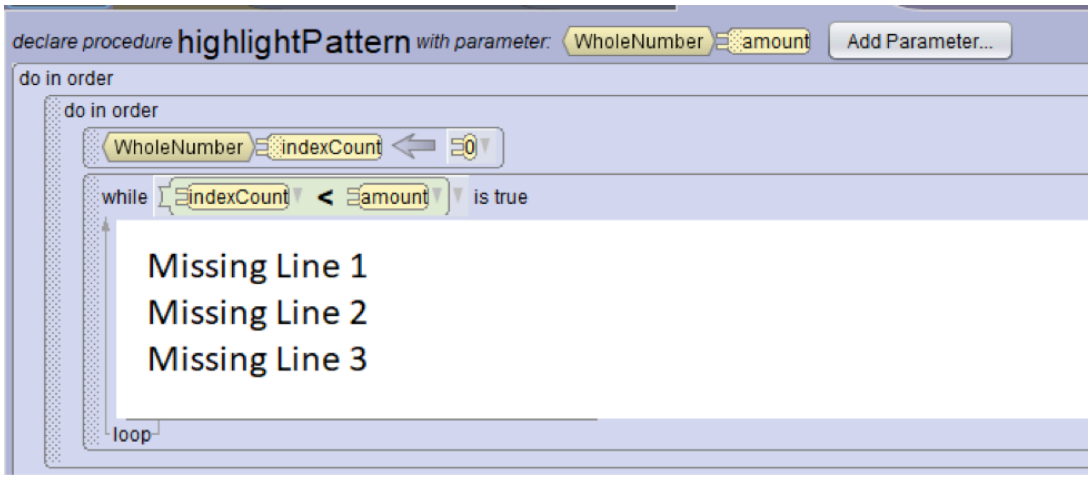
1. **Consider the Scene procedure** named **highlightPattern** , that has **one parameter** of type **wholeNumber** named **amount**. This procedure assumes that **animals** is a Scene property that is an **array** of **SJointedModels**, and **pattern** is a Scene property that is an **array** of **wholeNumbers** representing random index positions of animals in the animals array. This procedure highlights the animals represented in the pattern array by turning the animal for each item in the pattern to blue briefly and then back to white, in the order they appear in the pattern array. The procedure only shows **amount** number of items in the pattern, starting with the first item in the pattern. For example, assume the pattern array is set to 3,2,1,0,1,1,3,2, and assume the animals are in the animals array in this order: panda in slot 0, pig in slot 1, hare in slot 2, and cow in slot 3.Then if highlightPattern is called with amount set to 3, this procedure processes only the first three items in the pattern array, 3,2,1, turning the cow (in index position 3) to blue briefly, then the hare to blue briefly, and then the pig to blue briefly.

1 / 1 point

The procedure highlightPattern has been written but is missing three lines of code in the while loop. Also assume that amount is a valid number when calling the procedure.